HMV
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SUPER NES CHART

1. SUPER STAR WARS
(JVC)
2. TINY TOONS
(Konami)
3. PUGSLEY'S SCAVENGER HUNT
(Ocean)
4. NHLPA '93 HOCKEY
(EA)
5. MICKEY'S MAGICAL QUEST
(Sega)
6. WING COMMANDER
(Mindscape)
7. BEST OF THE BEST
(Nintendo)
8. SUPER PARODIUS
(Konami)
9. MAGIC SWORD
(Nintendo)
10. SUPER SWIV
(Storm)

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AMIGA CHART

1. FLASHBACK
(Codemasters)
2. DESERT STRIKE
(Codemasters)
3. REACH FOR THE SKIES
(Codemasters)
4. THE CHAOS ENGINE
(Acclaim)
5. CHAMPIONSHIP MANAGER '93
(Ocean)
6. SUPERFROG
(Konami)
7. BODY BLOWS
(Nintendo)
8. GRAHAM GOOCH'S WORLD CLASS CRICKET
(Nintendo)
9. ARABIAN KNIGHTS
(Rare)
10. CHUCK ROCK 2
(Mindscape)

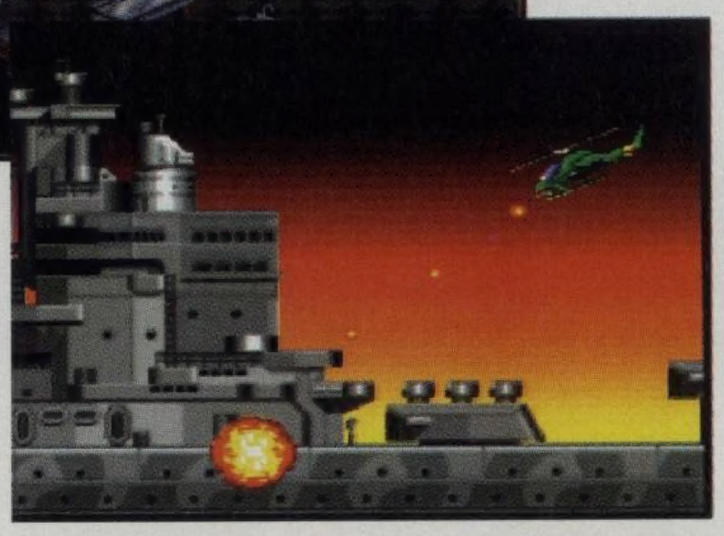
BEAM US UP!

Look out, the Aussies are coming! Beam Software, the down-under developers who have been happily writing games for other companies for years, has just set up its own publishing side – and it's bringing its games over here.

LaserBeam, as the company is now known, has two Super NES games for release later this year, with the big-name Choplifter III leading the way. Following on from Beam's Game Boy stunner of last year, Choplifter III is a multi-directional scrolling blaster that should open the eyes of anyone who remembers the original classic. Fly your helicopter over a series of apocalyptic war-zones, rescuing the hapless hostages and razing the enemy defences and installations to the ground. Still in development but already looking right smart (check out our exclusive piccy), Choplifter III is due out towards the end of the year.

Another LaserBeam pot-boiler is ShadowRun, a futuristic graphic adventure with the player cast as a mercenary trying to recover his lost identity. Smart isometric displays are being used to give the game a look all of its own, and with proper icon control and pull-down menus, ShadowRun might well be the first real graphic adventure to appear on Super NES. We'll keep you posted on both...

Hellish futuristic adventure in Beam's Shadowrun – due on SNES real soon...



Have a gander – this utterly EXCLUSIVE pic shows Beam's top Choplifter III in action!

THIS AIN'T NO GAME

It's been a long time coming, but the official Super Mario Bros movie finally opens in cinemas around the world this Summer. Bob Hoskins fills the main role of Mario, with the unknown John Leguizamo playing his spindly brother Luigi. The story (if you can call it that) has the two bouncing Bros catapulted into Dinoyark, a bizarre alternate universe ruled by King Koopa – played by none other than top character actor Dennis Hopper, complete with white hair and extra-long lizard tongue. And despite all the trendies saying it's going to be crap, the trailer's actually quite good, so who knows? Well, we all will on July 9th, when Super Mario Bros opens in the UK. The only question is – will there be a game of the movie of the game? Only time will tell...

As we write, we've just heard that the movie has bombed in the US and been panned by the critics. Oh dear...

ASHES TO ASHES...

Ten games machines that died in infancy. If you've still got one of these on the top of your wardrobe (or worse still, if it's still plugged into your TV), DON'T TELL ANYONE!

1. KONIX MULTI SYSTEM

Came complete with steering wheel and ludicrous "hydraulic" chair that looked more like an electric hammock. Never stood a chance – never got released. Oh well...

2. AMSTRAD GX4000

Not one of Big Al Sugar's better ideas - the few surviving systems currently retail at less than the price of a half-decent curry. Recent guest shot on EastEnders did little to revive its fortunes.

3. ENTERPRISE

"Obsolesence built out" claimed the ads. If only they'd known. Not even the built-in joystick could save it, and it beamed up without a trace.

4. SAM COUPE

Anybody want to buy a souped-up Spectrum? Of course nobody did. Who thinks up these ideas?

5. COMMODORE 64GS

Probably the same person who thought that a Commodore 64 without a keyboard or cassette deck would be a sure-fire winner. Looked like a breeze block, and now retails for around the same price as one.

6. GAMATE

Looked like a cross between a Game Boy and Game Gear. Wasn't as good as either. RIP. Also had the most ill-conceived name of any product ever. Would YOU want to admit to your mates that last night you were playing with your Gamate?

7. MATTEL INTELLIVISION

You'd have to be fairly unintelli-gent to have bought one. Terrible games and an even worse control pad disc-type things sealed this system's fate from the word go.

8. THAT PHILIPS ONE

A system so forgettable that no-one here can even bring themselves to remember its name. But we certainly remember the stupid joysticks and some of the worst graphics ever in "Quest for the Rings". How embarrassing.

9. ATARI 7800

Like an Atari 2600 (VCS), but with 5200 more in it. Failed to capitalise on its big brother's success.The last game we ever saw on it was Ninja Golf, which gives you some idea.

10. VECTREX

Nice idea - a console with a built-in mono monitor that you could play Asteroids and stuff on. Shame nobody (expect Jaz Rignall) bought one, really.